STAR STRIKE

INSTRUCTIONS
(For 1 Player)

A spectacular planetary adventure! Destroy the alien space station BEFORE Earth passes directly over the Launch Trench! Shoot down alien defenders stalking you. Bomb 8 missile silos or Earth will be destroyed! Good luck...and good hunting!

For Your Atari* 2600 Game System

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A powerful alien space station is about to launch a missile that will destroy the Earth. You are piloting a small spaceship armed with laser guns and bombs. YOUR MISSION: Destroy the space station and save the Earth!

Quickly bomb 8 alien missile silos. Shoot as many alien ships as you can. You must hit all 8 silos before "Planet Earth" moves directly over the Launch Trench. The Trench is guarded by alien saucers and meteor-missiles which attempt to destroy your ship or distract you from your bombing. If the Earth gets into attack range (center of screen) before all silos are destroyed, the next silo to appear on the screen launches a missile which destroys the Earth!

**CONTROLLERS**

Use your LEFT joystick controller with this game to control the direction of your spaceship. Be sure your controller cable is securely plugged into the back of your game console. Hold the controller so the red FIRING BUTTON is to your UPPER LEFT.
Press the red FIRE BUTTON to shoot lasers when you are ABOVE the Launch Trench or drop bombs when you are INSIDE the Trench. Lasers travel toward the center (vanishing point) of the screen.

- Push joystick LEFT to move spaceship screen LEFT.
- Push joystick RIGHT to move spaceship screen RIGHT.
- Push joystick FORWARD to move spaceship UP.
- Push joystick BACK to move spaceship DOWN.

- Press red FIRE BUTTON to shoot lasers when you are ABOVE the Launch Trench; press to drop bombs when you are INSIDE the Trench.

NOTE: You cannot move your spaceship LEFT or RIGHT while a bomb is falling or exploding.

DIFFICULTY SWITCHES

CHOOSE LEVEL OF DIFFICULTY: Before the game begins, set your Difficulty Switch to "A" or "B". The "A" position is the faster, more challenging game. The faster the game, the more difficult it is to fight the alien defenders...and the less time you have to bomb all 8 missile silos.
<table>
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<td>B</td>
<td>Slow speed, aimed meteor-missiles</td>
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<td>B</td>
<td>A</td>
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<tr>
<td>A</td>
<td>A</td>
<td>Fast, fast guided meteor-missiles</td>
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**ACTION!**

TO START THE GAME, PRESS RESET SWITCH. THEN PUSH YOUR JOYSTICK IN ANY OF THE FOUR DIRECTIONS AVAILABLE.

FLYING CONTROL: Push your joystick controller in the direction you want to go. DON'T LET YOUR SPACESHIP CRASH...IT'S THE ONLY ONE YOU HAVE! If you crash into any part of the alien space station, you lose! Watch your spaceship's shadow. It helps you gauge your altitude and shows the spot directly beneath your spaceship.
WATCH OUT! YOU'RE BEING FOLLOWED: Alien ships appear one at a time behind your spaceship. They pause briefly before attacking, then overtake your ship. When they get within range, they start to fire.

**ALIEN SHIP ATTACKING**

If any of their blue lasers hit you, your ship loses control and drops DOWNWARD each time it is hit. Push your joystick FORWARD to gain altitude. Take evasive action to avoid further hits. Then, FIGHT BACK!

**BLUE LASERS**

Your red FIRE BUTTON on your joystick controller is your air-to-air laser trigger.

When an alien passes your spaceship, its color changes to light blue. When an alien is in front of your spaceship, you can hit it.

If you shoot an alien ship or meteor-missile, there is a brief pause in the alien attack. If the aliens leave the screen or explode on their own, a new alien attack occurs immediately.

All air-to-air lasers go toward this "vanishing point", roughly at the center of the Trench. Keep this in mind when firing at alien ships.

**VANISHING POINT**
ALIEN METEOR-MISSILES

Deadly meteor-like missiles come at you from the depths of space. "Aimed" meteor-missiles travel in the general direction of your ship, while "guided" meteor-missiles track and follow your ship. You must avoid the meteor-missiles to maintain control!

IF YOU ARE HIT: When you are hit by a laser from the alien saucer, your ship falls for a short time. Your ship falls farther each time it is hit.

When you are hit by an alien meteor-missile, your controls become "scrambled" for a few seconds (UP may become DOWN, DOWN may become LEFT, etc.). DON'T PANIC! It is always possible to go in the direction you want to go...if you can hang on a few seconds, the controls will return to normal.

YOU HAVE 8 MISSILE SILOS: All is in vain unless you successfully bomb 8 missile silos before the Planet Earth moves over the center of the Trench. If any unbombed silos get past you at that point, the game is over. At the two highest skill levels, the Planet Earth moves more rapidly to the center of the Launch Trench.
To release a bomb, press the red FIRE BUTTON when you are INSIDE the Launch Trench. A beeping radar warning alarm gives you a signal just before each silo comes over the horizon.

If your bomb hits a silo, the picture shakes from the concussion and that silo turns solid. When you bomb the 8th silo, you destroy the enemy star completely and “save the Earth”.

**WINNING TIPS**

- When engaged in air-to-air combat, remember that whoever is behind another spaceship has the shooting advantage. When an alien spaceship passes you, it turns light blue. Then you’re in position to shoot it down.

- Part of the alien’s strategy is to draw your ship away from the Trench where it is harder to hit them and where you are way out of bombing position. Try to stay near the center of the Trench area as much as you can.

- Keep track of the number of silos you have bombed. The silos always appear in the same sequence. If you remember that the next one is solid (already hit), you won’t have to fly in the vulnerable bombing position, and can concentrate on shooting down aliens.

- The best bombing position is low altitude, in the center of the Trench. Your bombs fall too slowly for high-altitude precision.

**IMPORTANT:** Be sure to turn your game unit OFF when not in use.
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